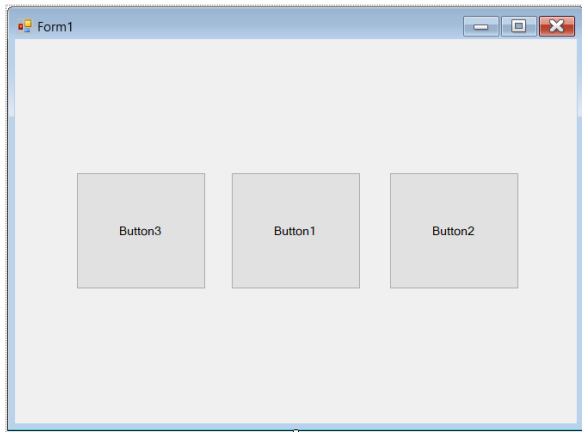
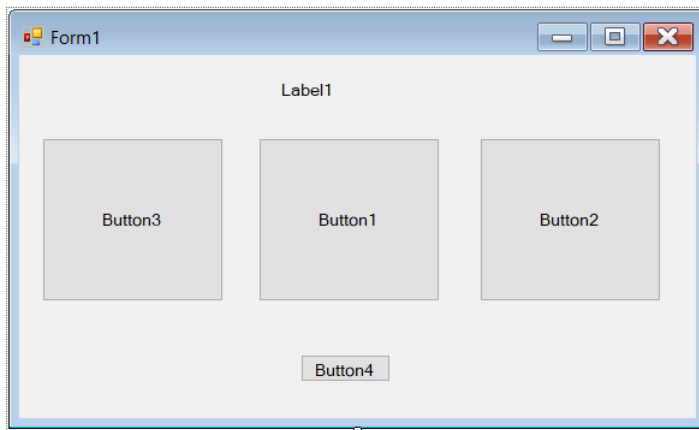


## Unit 9

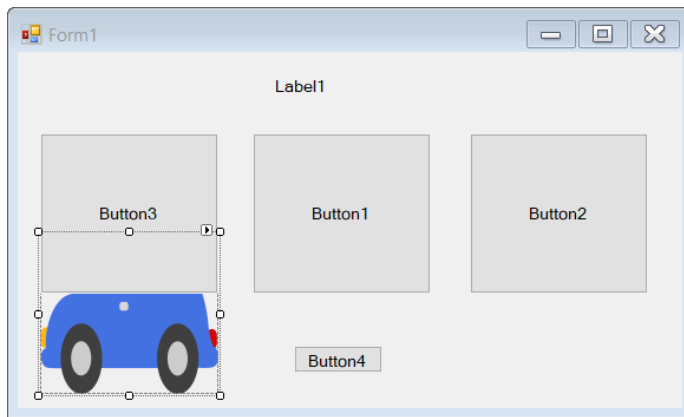
1. Open a new Project in Visual Basic
2. Widen the form
3. Add 3 buttons to the form and resize them – it should look like this:



4. Now add a label above the buttons and a smaller button under the middle button – it should look like this:

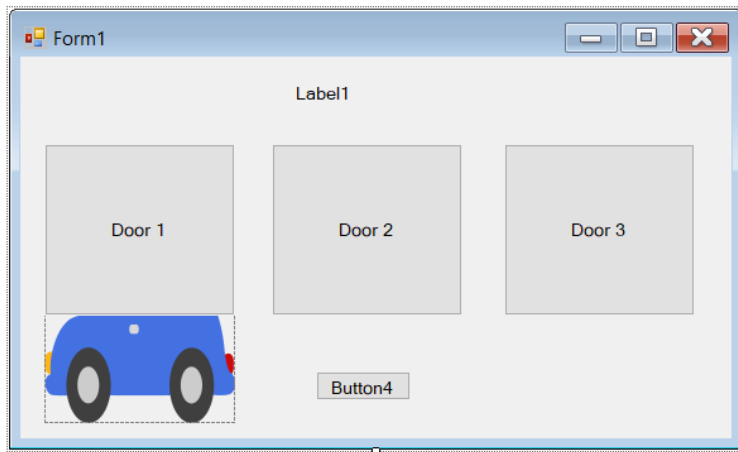


5. The last thing we need to add is a picturebox. Make it the same size as the Button and place it anywhere on the screen for now.
6. Now that we have all of our objects on the form we can set the properties.
7. First lets set the property for the picturebox. Change the name to picPrize, change the image to a picture of a car and change the sizemode to stretchimage.
8. Right click the image and select “Send to back”. It should now be behind your other objects as shown here:



9. Now name the buttons btnLeft, btnRight and btnCenter based on their location.

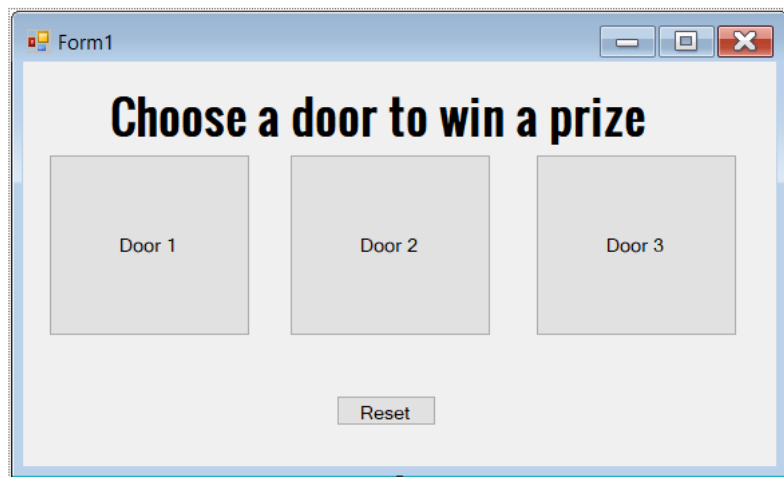
10. Now change the text on the buttons to “Door 1”, “Door 2” and “Door 3” as shown:



11. Now set the name for the label to lblDirections and the text to say “Choose a door to win a prize”. You can also select the Font property and change the size and type of the font – just click the 3 little dots.

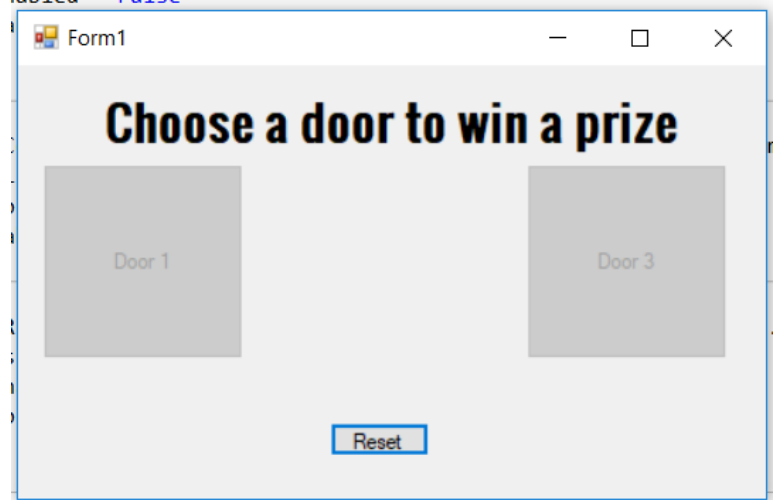
12. Now change the name of the bottom smaller button to btnReset and the text to say “Reset”.

13. Now move the picturebox behind one of the buttons so you can't see it as shown here:

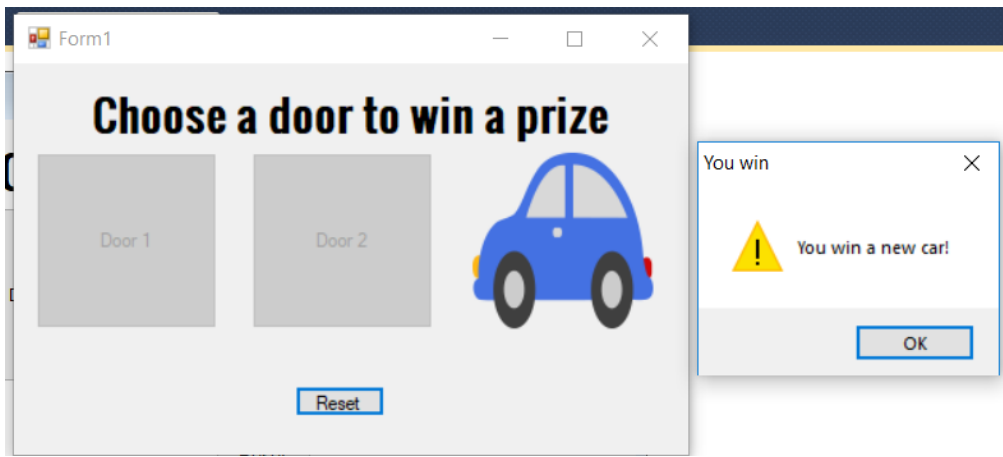


14. Now that we have the properties set we can start coding.
15. Double click the Door 1 button to get to the coding and add the following code:  
`btnLeft.visible = false`  
`btnCenter.enabled = false`  
`btnRight.enabled = false`
16. Double click the Door 2 button to get to the coding and add the following code:  
`btnCenter.visible = false`  
`btnRight.enabled = false`  
`btnLeft.enabled = false`
17. Double click the Door 3 button to get to the coding and add the following code:  
`btnRight.visible = false`  
`btnCenter.enabled = false`  
`btnLeft.enabled = false`
18. Now if you run your program you should be able to click on a button – it will disappear and the other two buttons will disable – should look like the following after clicking a button:

If you select the button that has the Car behind it then the car should show



19. Go to the code for the button that the car is behind and add the follow to the bottom of your code:  
`MsgBox("You win a new car!",MsgBoxStyle.Exclamation, "You win")`
20. Now if you run the program and select the button with the car behind it you should get a message box that pops up as shown:



21. Now we just need to program the reset button. Double click to get to the code for the button and type the following:

```
btnLeft.Enabled = True  
btnCenter.Enabled = True  
btnRight.Enabled = True  
btnLeft.Visible = True  
btnCenter.Visible = True  
btnRight.Visible = True
```

22. Now you should be able to play over and over by clicking the reset button after each guess.

Save your program as Activity9 and put your executable file in your Assignments folder.

Click [HERE](#) to run an example of the program. If the link does not work go to the student shared drive, BBT9 folder, VB folder, Assignment Example Folder and choose Unit9.